

## WhichAml

Create a new project called WhichAml\*, where the asterisk is replaced by your last name. When you complete this project, export the .aia file to your computer, and submit it on TEAMS. If you work in Android Studio or XCode, zip up everything associated with the project and submit that.

In this project, you will create a survey-style “which am I” quiz game, similar to what you would see on BuzzFeed (e.g, which Seinfeld character are you?). In general, **the layout of the user interface is up to you**, but the purpose of this assignment is to familiarize yourself with interface components you haven’t yet explored. It is up to you to determine what criteria you will demand your user enter, and how that criteria relates to an eventual decision on which of the available selections they fit.

I will be looking for a few general requirements:

- Include the Initialize method code for Screen1. On this code block, write a comment outlining the key functions of your app, the “extra” behavior you’ve included, and any limitations that may still be present
- Ensure your app’s components have sensible names for what they are (for example, scoreText is a better name than Label1)
- Have you used **at least 3** atypical user interface components that we haven’t explored in-depth in class? Good choices include CheckBox, DatePicker, Image, Notifier, PasswordTextBox, Spinner, Switch, and TimePicker.
- Do the interface components you’ve selected make sense for how they are used, or is there a better option? For example, if the user is supposed to enter a date, it makes a lot more sense to use DatePicker than a TextBox.
- Does your survey include **at least 5** questions?
- Is your interface aesthetically pleasing?
- Do lists, loops, variables, and/or procedures simplify the app’s code (if applicable)?

A few fun/interesting extensions and questions for you:

- It may be sensible to incorporate multiple screens in this app, but too many will cause performance issues. Keep it to a minimum!
- The ImagePicker component is available to use in the “Media” tab, as opposed to “UserInterface”, but may also be used as an “atypical interface component”.
- Will your app require each question to be answered, or safeguard for those that go unanswered?